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Nintendo

SIMON & TOYS CO., LTD.
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PRINTED IN JAPAN

PINBALL

Nintendo HONG KONG VERSION

SERVICE CENTRE

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SIMON & TOYS CO., LTD.

Thank you for selecting the Nintendo® Entertainment System Pinball Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Be a Pinball Wizard!!!!!
Bank off bumpers, flip double flippers, even win a bonus round. Play on three different game screens and be challenged at two different levels of difficulty. Rack-up points to beat your opponent and progress to the bonus round where you'll save the fallen maiden and win the game.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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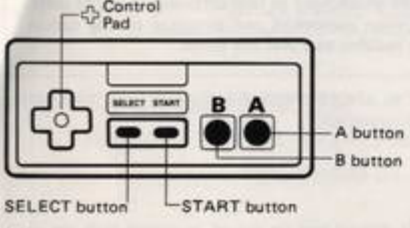
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – For 1 player and 2 player games
Controller 2 – For second player in 2 player games

Controller 1/Controller 2

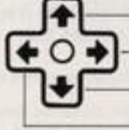


A and B Buttons

* Operate the right flipper.
* Used to shoot the ball into play with the striker (spring).

Control Pad

* Operates the left flipper.
* Operates Mario on bonus screen (see right).



Not used.
Moves Mario to the right.
Not used.
Moves Mario to the left.

SELECT button

Move the asterisk (•) with the SELECT button to the game you wish to play.

START button

Press this button to begin.

Pause:

If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

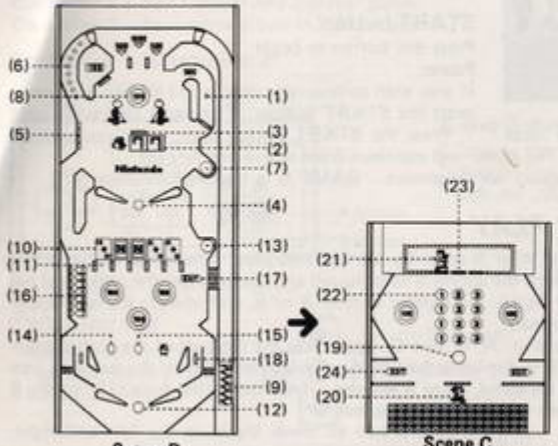
* GAME A is designed for beginners. GAME B is designed for experts.

3. HOW TO PLAY

- Press either button A or B to strike the ball into play. The longer the button is held down, the more the spring is compressed and the stronger the strike will be.
- Operate the right flipper with either button A or B, and operate the left flipper with the control pad.
- There are three scenes: A, B, and C. Scene A is the top half of the pinball playing field. Scene B is the lower half of the playing field. When the ball falls into the lower half of the game, scene B appears. If the ball enters hole (13) on the B screen, the C screen appears (Mario's screen).
- On the C screen, use the control pad to move Mario to the left and right, flip the ball or save the lady.

• The flippers disappear after 100,000 points, and reappear after 150,000 points.
• An extra ball is given after 50,000 pts.

Scene A



Scene B

Scene C
Mario's Screen

Pinball Parts

(1) Lane
(2) Slot window
(3) Slot target
(4) Block post
(5) Targets 1
(6) Lane lights
(7) Hole kicker
(8) Bumper
(9) Striker (spring)
(10) Cards
(11) Lane
(12) Block post
(13) Hole
(14) Eggs
(15) Chicks
(16) Targets 2
(17) Exit
(18) Side lane
(19) Hole
(20) Mario
(21) Lady
(22) Bingo lamps
(23) Floor
(24) Exit

Rules

Scene A

1) When the ball runs through a course with a score displayed, that score is added to the total score.
2) If the ball goes through the lane (1), there is a bonus of 500 pts. and the slot window (2) rotates.
3) If the ball hits the slot target (3), the slot window (2) below it will stop rotating.
   • 3 3 3 combination gives you a 3,330 pt. bonus and the block post (4) is raised for 6 seconds. The block post is lowered when the ball goes through lane (1).
   • 7 7 7 combination gives you a 7,770 pt. bonus and the block post (4) is raised for 14 seconds. The block post is lowered when the ball goes through lane (1).
   • combination raises the block post (4), and all points earned while it is raised are doubled. The block post is lowered when the ball goes through lane (1).
   • There is a 1,000 pt. bonus for each that appears.
4) The block post (4) disappears when the score reaches 100,000 or 150,000 pts.
5) If the ball hits Target 1 (5), the place hit by the ball disappears and 100 pts. are awarded. If all four places are erased, there is a 1,000 pt. bonus.
6) Extinguish one lane light (6) for 100 pts. and get a 2,000 pt. bonus if you extinguish them all.
7) If the ball falls into the hole kicker (7) on a rebound, it is ejected. A ball that has dropped in the C scene will be ejected from hole kicker (7).

8) At various places along the walls, there are kickers that strike the ball powerfully. If the ball hits these, you get 10 pts.
9) If the ball hits the bumper (8), you get 100 pts. (Scenes A, B, and C).

Scene B

1) Hit the ball into play with the striker (9).
2) Five cards (10) are lined in a row on the screen.
   - These are originally placed face down. When the ball goes through the card lane (11) the cards are turned face up, revealing the spade mark. Each turned up card is worth 500 pts.
   - If 5 spades are turned face up in a row, there is a bonus of 5,000 points, and the block post (12) is raised.
3) If the ball falls into the hole (13), it shrinks and the screen changes to scene C (Mario's screen, see page 8).
4) There are 3 eggs (14) in a row.
   - *If the ball goes over one of these, the egg breaks. A chicken (15) then comes out and starts flapping its wings. If the ball passes by again, the chicken disappears. Pass by once more and it becomes an egg again.
   - *Once all 3 eggs have become chickens, the stopper will appear. It will disappear with the strike of the next ball.
5) If the ball hits target 2 (16), the place it hits disappears, and you get a bonus of 100 points. If all the targets disappear, you get a bonus of 1,000 points. Exit (17) then appears, and, if the ball exits here, it ends up in the starting position. The game then starts over again.

6) If the ball goes through the side lane (18), the closed exit opens and target 2 (16) reappears.
7) If 3 balls are lost, GAME OVER is displayed.

Scene C

1) When a ball falls into the hole (13) on scene B, it will come out from the hole (19) on scene C. The hole then disappears.
2) Move Mario (20) left and right to rebound the balls that come down.
3) A lady will appear walking at the top of the screen.
   - Each time the ball passes over a bingo lamp (22), the color of the lamp changes. When all the lamps in a column (all lamps of the same number) are the same color, the section of the floor (23) the lady is walking on directly above will break off. If the lamps all become the same color again and the gap in the floor gets too big for her to jump over, she'll fall.
4) Position Mario so he can catch the lady.
   - If he doesn't catch the lady, the ball is lost.
   - If he catches her and sees her safely to the Exit (24), there is a bonus of 10,000 points. If he drops her on the way, he loses a ball.
5) If the ball falls down the sides, it comes out from the hole kicker (7) on scene A.

MEMO